

Height

Weight

Name:

Use-Name:

Creed:

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Appearance:

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Stress



Ethos



Act with skill, wisdom and rigor
Be steadfast and trustworthy

Pathos



Act with passion and spontaneity
Be loud, proud and boisterous

Logos



Act with cunning, guile and wits
Be subtle, cryptic and devious

Inventory

Capacity

Making Tests

- Roll **one die**, plus one die for:
 - Each **Trait** you tag
 - Spending **Obstinacy**
 - **Pressing** your luck
- Roll no more than **five dice**.

Outcome

- Result** = highest die less than or equal to the relevant **Facet**.
- Calamity Points** = number of dice greater than or equal to the **Calamity Threshold**.

Advancement

- After each session, choose one advancement. Each may be taken up to three times.
- Expanded Inventory** ○○○
Gain one additional inventory slot.
- Improved Facet** ○○○
Increase a Facet by 1, up to 8.
- Increased Limit** ○○○
Increase your Stress Limit by 3.
- Personal Idiom** ○○○
Reduce the cost of a Limit Break you've performed in the past to 2 Obstinacy
- Secret Technique** ○○○
Work with the GM to create a new effortful application of one of your Forms.

Form	Expression
Always	With Effort
x x x x x x x x x x x	
	

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x x x x x x x x x x x	
	

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Rebellious Arts

Activating a Rebellious Art is an effortful action which costs one point of Obstinacy.

Unless otherwise noted, the Art takes a few moments to kick in; if you are interrupted during this time, the Art does not activate and the Obstinacy is not spent.

If an Art must be sustained, this is a sustained effortful action which cannot be combined with other effortful actions.

Arts simply happen, and require no dice rolls; however, a test made in conjunction with an Art receives one extra die.

This bonus is received by at most one test per activation; if the Art is sustained, you can choose which test receives it.

Art of

Personal Idiom:

Art of

Personal Idiom:

Art of

Personal Idiom: